

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
a game result display device for displaying a result concerning with a game;
and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device with a plurality of reels on each of which symbols are formed and a second display device arranged in front of the first display device when seen from a front side of the gaming machine, the second display device being constructed from an a liquid crystal display device.

wherein the second display device includes a symbol display area to display the symbols of the reels therein ~~first display area~~ and an effect display area formed around the symbol display area ~~a second display area~~; and

wherein a moving velocity of game information concerning with the game differs in a case that the game information is displayed on the ~~first~~ symbol display area and in a case that the game information is displayed on the ~~second~~ effect display area when the game information is displayed so as to move between the ~~first~~ symbol display area and the ~~second~~ effect display area.

2. (Canceled)

3. (Currently Amended) The gaming machine according to claim-2 1, wherein the moving velocity of the game information in the ~~first~~ symbol display area is faster than the moving velocity of the game information in the ~~second~~ effect display area.

4. (Canceled)

5. (Currently Amended) The gaming machine according to claim 1, wherein a display mode of the game information is a mode in which a stop display time of the game information in the first-symbol display area is shorter than the stop display time thereof in the ~~second-effect~~ display area.

6. (Original) The gaming machine according to claim 1, wherein a person concerning with the game is able to operate the gaming machine so as to change the display mode.

7. (Currently Amended) The gaming machine according to claim 1, wherein transmittance of the first-symbol display area changes simultaneously with a time that the game information is displayed in a predetermined mode.

8. (Currently Amended) The gaming machine according to claim 1, wherein a window display area displayed around the symbol display area ~~on the second display area~~ is variably displayed so as to enclose the first-symbol display area when the game information moves within an area including the first-symbol display area.

9. (Previously Presented) The gaming machine according to claim 1, wherein sounds change corresponding to the moving velocity of the game information.

10. (Currently Amended) The gaming machine according to claim 1, further comprising:

an illumination device for illuminating the liquid crystal ~~second-display~~ device;
wherein an illumination mode of the illumination device continuously changes corresponding to the moving velocity of the game information.

11. (Currently Amended) The gaming machine according to claim 1, wherein a display mode of images on the liquid crystal ~~second-display~~ device continuously changes corresponding to the moving velocity of the game information.

12. (Currently Amended) A gaming machine comprising:
a game result display device for displaying a result concerning with a game;
and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device with a plurality of reels on each of which symbols are formed and a second display device arranged in front of the first display device when seen from a front side of the gaming machine, the second display device being constructed from a liquid crystal display device,

wherein ~~the first display device or the second display device~~ includes a symbol display area to display the symbols of the reels therein ~~first display area and an effect display area formed around the symbol display area~~ ~~a second display area;~~

wherein a display mode of game information concerning with the game differs in a case that the game information is displayed on the symbol ~~first display area~~ and in a case that the game information is displayed on the ~~second~~ effect display area when the game information is displayed so as to move between the ~~first~~ symbol display area and the ~~second~~ effect display area, and

wherein the ~~a~~ moving velocity of the game information in the symbol ~~first~~ display area is faster than the moving velocity of the game information in the effect ~~second display area.~~

13. (New) A gaming machine comprising:
a game result display device for displaying a result with a game; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device with a plurality of reels on each of which symbols are formed and a second display device arranged in front of the first display device when seen from a front side of the gaming machine, the second display device being constructed from a liquid crystal display device,

wherein the second display device includes a symbol display area to display the symbols of the reels therein and an effect display area formed around the symbol display area; and

wherein a winning message of the game is displayed so as to move between the symbol display area and the effect display area and a moving velocity of the winning message is faster in the symbol display area than the moving velocity of the winning message in the effect display area.

14. (New) A gaming machine comprising:

a game result display device for displaying a result concerning with a game;
and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of the first display device when seen from a front side of the gaming machine,

wherein the second display device includes a first display area and a second display area, the second display device operative for displaying game information;
and

wherein the game information moves on the second display device at a first moving velocity or a second moving velocity being different from the first moving velocity such that the game information is moving and being displayed only on the first display area or only on the second display area or simultaneously on both the first and second display areas with the first moving velocity of the game information in

the first display area being faster than the second moving velocity of the game information in the second display area.